The door

You wake up in a closed room. Your memory from the last couple of days is... fuzzy. There's no windows and only one door. You look around and discover that you are not alone here.

One of you is the one responsible for you being there. But who, and why?

Preparations:

You will need a piece of paper for every player. On one paper, put an "X" to mark who will be the secret gamemaster. Mix up and randomly and draw. No one should now know which player is the secret gamemaster, but the secret gamemaster herself.

Set up you characters! Choose some properties to play on, set up some existing or none-existing relationships between the characters, make a mindmap together to keep love-triangles and other drama remembered. Take your time and have fun!

Play:

The only person who will have the power to open the door is the secret gamemaster. She is also the only one knowing how and why the characters has ended up in the room. Is the apocalypse here? Or are the characters being punished somehow?

The game ends when the secret gamemaster opens the door and reveals what's outside!